FOREVER KINGDOM™

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CONTENT RATED BY ESRB

FROM SOFTWARE™

agetec™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Agetec, Inc., PO Box 70158,
Sunnyvale, Ca. 94086-0158

FOREVER KINGDOM™

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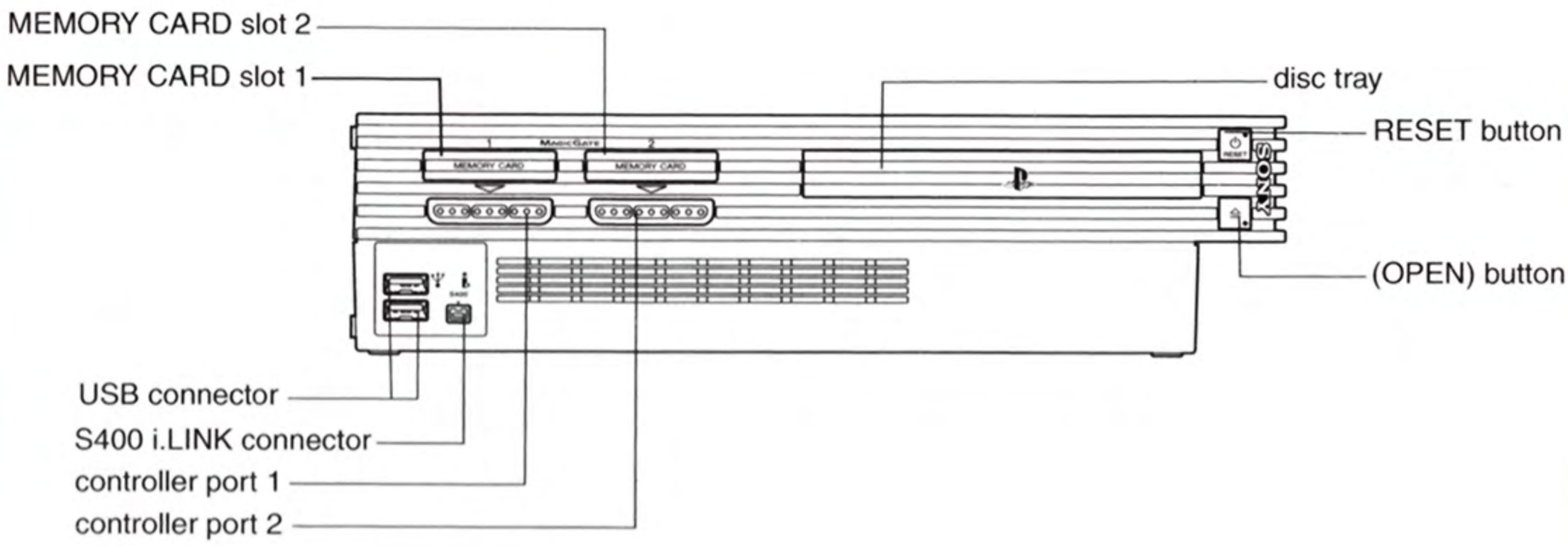
Thank you for purchasing FOREVER KINGDOM™, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

** DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.*

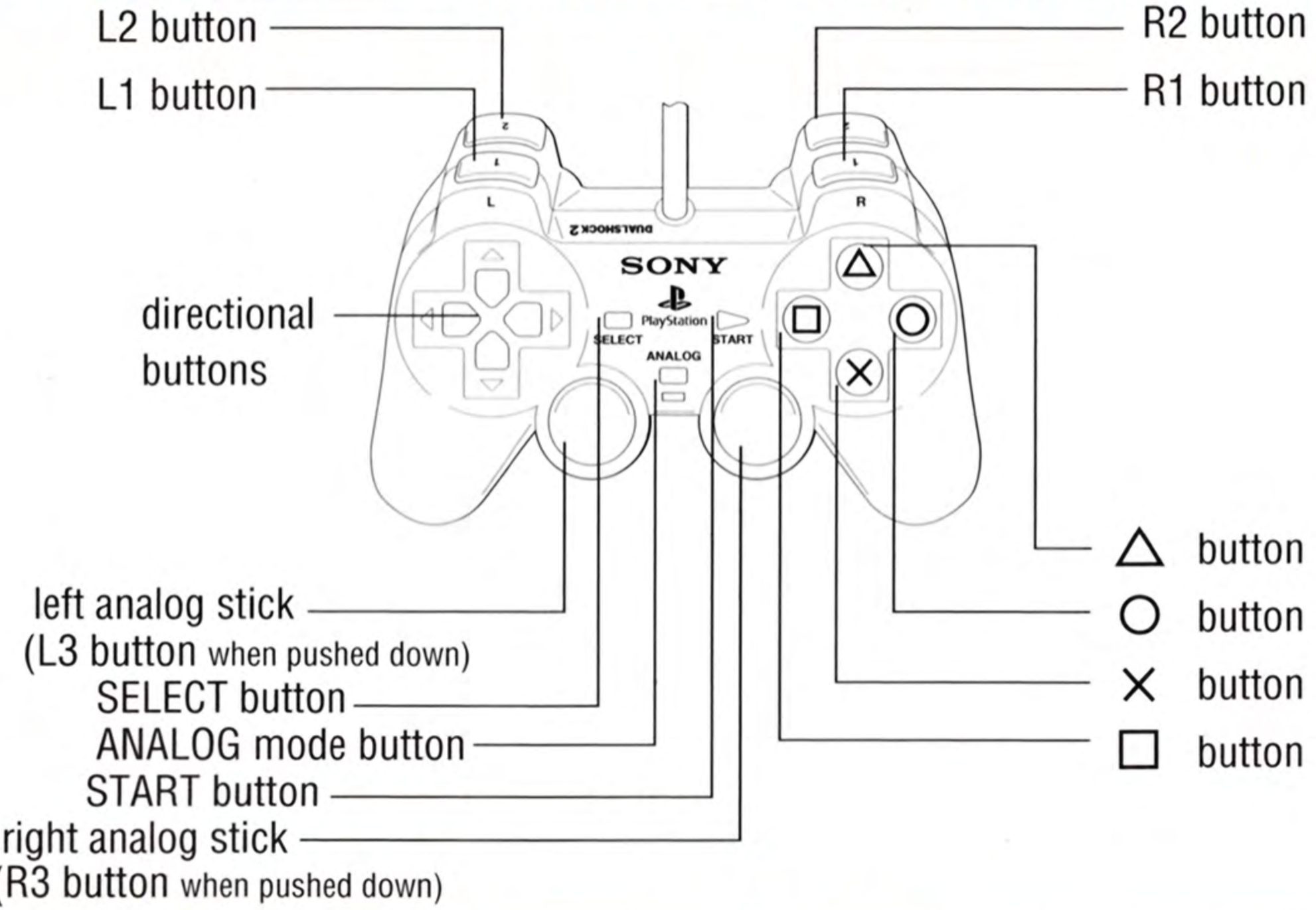
I. GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the (OPEN) button and the disc tray will open. Place the FOREVER KINGDOM™ disc on the disc tray with the label side facing up. Press the (OPEN) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

II. OPERATING INSTRUCTIONS

DUALSHOCK®2 analog controller CONFIGURATION



L2 button:
ZOOM CAMERA IN/OUT

L1 button:
SWITCH BETWEEN CHARACTERS

directional buttons:
UP: MOVE FORWARD
DOWN: MOVE BACKWARD
LEFT: MOVE LEFT
RIGHT: MOVE RIGHT
PRESS FIRMLY TO RUN

left analog stick (When LED is lit)
L3 button (depress left analog stick):
CONTROL CHARACTER MOVEMENTS

right analog stick (When LED is lit)
R3 button (depress right analog stick):
USE A LIFE EXTRACT ITEM

SELECT button:
DISPLAY/HIDE MAP

START button:
ACCESS STATUS SCREEN/SKIP INTRO MOVIE

R2 button:
PRESS AND HOLD TO POSITION THE CAMERA BEHIND THE CURRENTLY SELECTED CHARACTER. WHILE IN THIS MODE, PRESS THE DIRECTIONAL BUTTONS TO ROTATE THE VIEW.

R1 button:
GUARD

△ button:
ACTIVATE PALMIRA ACTION (DARIUS)

○ button:
ACTIVATE PALMIRA/ACTION (FAEANA) /CANCEL SELECTIONS

× button:
ATTACK/EVENT/CONFIRM SELECTIONS

□ button:
ACTIVATE PALMIRA ACTION (RUYAN)

The DUALSHOCK®2 analog controller's vibration function can be toggled ON/OFF by accessing the STATUS screen and selecting SYSTEM, then CONFIGURE (Pg. 14).

III. MAIN MENU

NEW GAME

Begin a new game.

LOAD GAME

Continue a saved game. A Memory Card (8MB) (for PlayStation®2) is required to save game data. To load a game, select a MEMORY CARD slot and confirm the desired file. Saved game data can also be loaded by accessing the STATUS screen and selecting SYSTEM, then LOAD (Pg. 14).

OPTIONS

Various game settings can be adjusted here (Pg. 14).

ITEM BOOK

View information relating to Items and Equipment collected over the course of your game (Pg. 18).

BONUS GAME

After completing the game, this option can be accessed and the game replayed with Items and Equipment collected from the first time through. Several things will be different from the first completion. (Note: The game's story does not change.)

IV. GAME SCREEN

1. MAP DISPLAY

View a map of the current area and the position of your characters within that area.

2. CHARACTER GAUGES

A separate gauge is displayed for each of the three characters.

Character Image

An image for each character is displayed at the top of the game screen. The largest image is the currently selected character.

AP (Action Power) Gauge

Each hit that damages an opponent increases the AP gauge. If an opponent successfully defends itself against an attack, the AP gauge will not increase. Each time the gauge is filled, the number of Palmira Actions is increased by one. The number at the far right of each character's gauge indicates the number of available Palmira Actions for that character.

Palmira Action Button

Indicates the button that needs to be pressed to activate each character's Palmira Action.

3. CURRENCY

Currency is known as "Zoe" and displays the amount that has been collected.

4. LIFE EXTRACTS

Displays the number of available Life Extracts.

5. SOUL GAUGE

This gauge indicates the hit points for all three characters. Since all three characters share the gauge, they will all be defeated when it has been depleted.

*Damage taken by any of the three characters decreases the Soul Gauge.

V. PLAYING THE GAME

OBJECT

The three main characters in the game have been cursed and their souls entwined. Your goal is to guide them on a journey through the world of Forever Kingdom and break the curse.

FEATURES

Forever Kingdom is a real-time, party-based action RPG. During the adventure, the player can switch between any of the three main characters. All three of the main characters are bound together by a curse, and therefore, damage inflicted on one of them affects them all.

EQUIPMENT UPGRADES

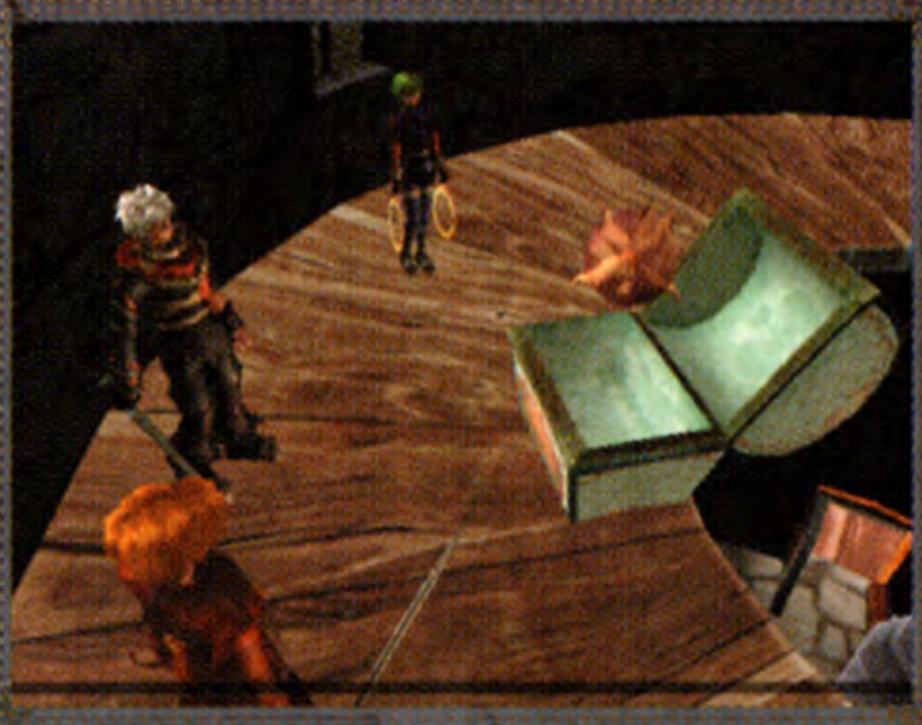
The characters in Forever Kingdom do not level up, but are able to equip a variety of Weapons and Equipment that will increase their stats. Equipment and Weapons can be upgraded through the use of Palmira Crystals, which can be gathered by either defeating opponents or discovering them in treasure chests. Once a supply of Palmira Crystals has been obtained, they can be used in the SHOP to upgrade Weapons and Equipment.

PALMIRA ACTION UPGRADES

Upgrades of Accessory Items increases the power of the Palmira Action associated with the item, as well as the number of times the Palmira Action can be used. (Pg. 9)

CHARACTER CONTROLS

The largest of the three character images (at the top of the game screen) indicates which character the player is currently controlling. Press the L1 button to switch between characters. Each time the L1 button is pressed, the camera view centers on the newly selected character. Use the directional buttons, or left analog stick, to guide characters around the game world. Press the ⊗ button to attack using the equipped weapon.



To pick up an item dropped by a defeated opponent, simply bring the character into contact with the item. Press the ⊗ button when near certain in-game objects to perform actions, or discover events (ex. open doors and treasure chests, inspect objects).

PARTY MEMBERS

While the player controls one of the three characters, the CPU guides the actions of the remaining two. The CPU characters will automatically follow the player's character around the game world and initiate attacks when appropriate.

PARTY MEMBER GUESTS

During the course of the game, the player will encounter characters that will become guest members in the party. These guest characters are entirely under the control of the CPU and cannot be controlled by the player.

VI. ATTACKING OPPONENTS

WEAPON ⊗ BUTTON

The character controlled by the player can be made to attack opponents by pressing the ⊗ button. Each successful attack on an opponent increases the character's AP gauge. Each time the AP gauge is filled, the number of Palmira Actions is increased by one.

Each character can perform two types of attacks: one horizontal, the other vertical. Press the ⊗ button to perform a horizontal slash, press the ⊗ button in conjunction with any directional button, or any direction on the left analog stick to perform a vertical attack. Vertical attacks are more powerful than the horizontal slash. When an opponent is hit by a character's attack, their body will flash red. If the attack button ⊗ is pressed while an opponent is in this state, the character will perform a combination attack.

*** Darius is the only character able to perform a two hit vertical combo and a three hit horizontal slash combo.**

PALMIRA ACTIONS

△ BUTTON - □ BUTTON - ○ BUTTON

Each character is assigned a specific button that enables them to use Palmira Actions. The Accessory Item equipped by a character determines the type of Palmira Action they will use. Palmira Actions can be broken down into two styles of attack: magic based and physical. When equipping Accessory Items, match the character with an item that takes advantage of their inherent Palmira Action ability (ex. if a character excels at physical attacks, pair them with an Accessory item that takes advantage of this).

UPGRADING PALMIRA ACTIONS

The Grade of Accessory Items can be improved by earning Palmira Points (PP). Palmira Points are earned by defeating opponents. Once the Palmira Points reach a certain level, the Grade of the Accessory Item goes up. When this happens, the power of the Palmira Action associated with the item and the number of times it can be used, are increased.

PALMIRA ACTION COMBOS

When an opponent is defeated using a Palmira Action Combo, the following messages appear onscreen: (Overkill! or Combo!). Palmira Action Combos are performed by linking the Palmira Actions, of all three characters, in a succession of attacks. Defeating opponents in this manner greatly increases the chance of them dropping Palmira Crystals.

GUARD: R1 BUTTON

Press the R1 button to make the currently controlled character guard against attacks. Guarding greatly decreases the amount of damage inflicted on your character.

LIFE EXTRACT ITEMS: R3 BUTTON

Completely restores the Soul Gauge (health of all three characters). The number of available Life Extracts is displayed on the top right-hand portion of the game screen. This number will decrease by one each time the R3 button is pressed. If the Soul Gauge is already full and the R3 button is pressed, no Life Extract items will be used. Life Extract items can also be used/accessed via the ITEM option on the Status screen.

STATUS AILMENTS

Certain monsters and traps can afflict your characters with negative status ailments. These status changes can be removed by using curative items. Items that reverse negative status changes can be purchased in the SHOP, or picked up after defeating opponents.

POISONED

When afflicted with poison, the Soul Gauge will incrementally decrease for a set amount of time.

CURSED

Reduces the damage output of the afflicted character by half and doubles the damage inflicted on them by opponents.

SILENCE

Disables the use of Palmira Actions for the afflicted character.

CONFUSED

Afflicted player targets and attacks the closest character to them, be it friend or foe.

VII. SCREEN DESCRIPTIONS

STATUS SCREEN

Press the START button during the game to display the Status screen. Access this screen to make changes to equipped weapons and armor, use items and save/load game data. Highlight the desired selection using the directional buttons, or left analog stick. Press the ⊗ button to confirm selections and the ◎ button to cancel them. Press the L1/R1 buttons to switch between available characters. Press the START button to return to the game.

1) CHARACTERS: Use the L1/R1 buttons to cycle between the three characters. To make equipment changes, highlight the desired character and select the EQUIP icon.

2) BUTTON DESCRIPTIONS: Displays a list of buttons and their Status screen functions.

3) CHARACTER GAUGES: See game screen (Pg. 5)

4) COMMAND ICONS: Select the desired command and confirm the selection.

5) MESSAGE WINDOW: Displays a description of the currently selected Command Icon.

COMMAND EXPLANATIONS

Equip: Select this option to make changes to the weapons, armor and accessory item equipped by each character. Selecting **EQUIP** displays the equipment location menu. Choose an equipment location (ex. the Tunic icon) to view all the armor pieces of this type available to your character. Use the directional buttons to highlight the desired piece of armor and press the ⊗ button to confirm/equip your selection. Use the L1/R1 buttons to cycle between characters. The different equipment locations include: Weapon, Head, Chest, Leg and Accessory.

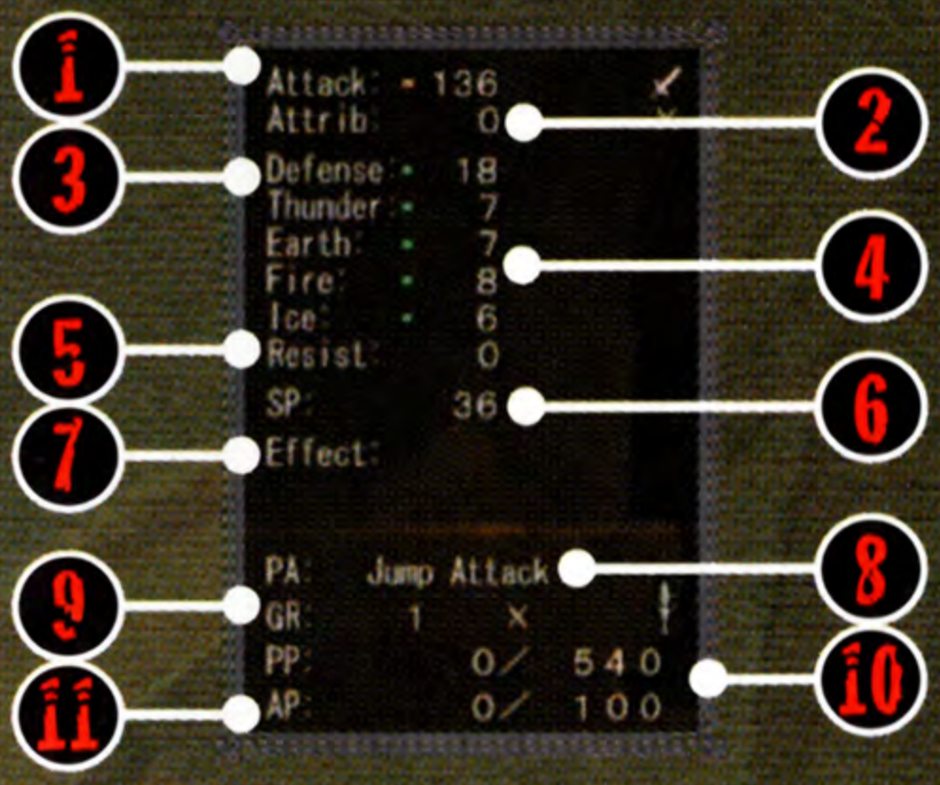
ITEM: Select this option to use items. Press the L1/R1 buttons to highlight the desired character and then press the ⊗ button to use the selected item on the highlighted character.

PROFILE: Select this option to view character profile information. Use the L1/R1 buttons to cycle through the different character profiles.

HELP: Select this option to view descriptions of different in-game terms and features.

SYSTEM: Select this option to access the Save/Load game data options and make changes to various game settings (Pg. 14)

CHARACTER STATUS SCREEN



i) WEAPON ATTACK: Attack power. The higher the number, the more damage a character can inflict on an opponent.

2) WEAPON ATTRIBUTES: Many of the weapons in Forever Kingdom have attributes associated with them. These attributes are: Lightning, Earth, Fire and Ice. As will be discovered, many monsters in the game have a particular strength or weakness versus different attributes. In order to inflict as much damage as possible, make sure to attack opponents using a variety of weapons to discover which attribute is most effective.

3) DEFENSE: Indicates a character's defense versus physical attacks.

4) LIGHTNING/EARTH/FIRE/ICE: Indicates a character's defense versus each of the four attributes. These values will be raised/lowered depending on the armor a character has equipped.

5) RESISTANCE: Indicates a character's resistance to status changes (ex. Poison)

6) SP (SOUL POWER): Indicates the Soul Power of each character.

7) SPECIAL ABILITY: Indicates the special ability made available by equipping certain weapons.

8) PA (PALMIRA ACTION): Palmira Action currently available to the highlighted character.

9) GR (ACCESSORY ITEM GRADE): Indicates the Grade of the currently equipped Accessory Item. The higher the Grade, the more times the character can use the Palmira Action associated with the Accessory Item.

10) PP (PALMIRA POINTS): The number on the left indicates the number of accumulated Palmira Points, while the number on the right indicates the number Palmira Points needed to upgrade the Accessory Item to the next level.

ii) AP (ACTION POWER): Each time the number on the left reaches the value of the number on the right (through combat), the number of Palmira Actions is increased by one. The maximum number of Palmira Actions a character can have is equal to the Grade of the equipped Accessory Item.

SYSTEM

This option allows access to the game's Load saved data feature and other setup menus.

LOAD

Load saved game data here. A Memory Card (8MB) (for PlayStation®2) card is required to save game data. To load a game, select a **MEMORY CARD** slot and confirm the desired file.

CONTROLLER

Make adjustments to the controller's button setup and vibration function here.

VIBRATION

The **DUALSHOCK®2** analog controller's vibration function can be toggled **ON/OFF** here.

BUTTON CONFIGURATION

Select from three preset controller configurations.

ABC...TEXT

Access this option to make adjustments to various display settings.

TEXT DISPLAY

Turn onscreen text displays **ON/OFF**.

GAUGE DISPLAY

Set onscreen gauges to display **ALWAYS** or **SOMETIMES**.

CONTROLLED CHARACTER ICON

Set the onscreen icon (a yellow triangle) indicating the currently controlled character to display **ALWAYS** or **SOMETIMES**.

PALMIRA ACTION COMBOS

Set the activation of Palmira Action combos to either **MANUAL** or **AUTOMATIC**. If set to manual, the player must press the button that corresponds to each character in order to activate their "Palmira" Action. If set to automatic, the two **CPU** controlled characters will activate their Palmira Actions after the player-controlled character has done so. If a character has expended all their Palmira Actions, then none will be activated.

DEFAULT PALMIRA ACTION BUTTONS

Set the activation of Palmira Actions to either **FIXED** (each character always has a fixed button for their PA) or **NOT FIXED** (the PA button for the player controlled character, no matter which, will always be "Triangle").

SOUND

Individually adjust the sound settings for **BGM**, Sound Effect and Character Voice volumes.

EXIT

Exit the game and return to the Title Screen. Game data is NOT saved when this command is executed.

VIII. SHOP

The glowing crystal pictured in the screenshot on the right indicates a save point. Press the ⊗ button when facing one of these crystals to gain entrance to the SHOP. Once in the SHOP, data can be saved, equipment purchased and character outfits evaluated.

SHOP OWNER

The shop owner is the large character located in the center of the SHOP.

SAVE

The save game option can be accessed by speaking to the shop owner. Utilize this option to save game progress to a memory card. Select the desired MEMORY CARD slot and press the ⊗ button. Select NEW to create a new saved game file. If an existing saved game file is selected, it will be overwritten by the new saved game data. A Memory Card (8MB) (for PlayStation®2), with at least 100KB free space, is required to save game data.

COLISEUM

The Coliseum is not part of the main story, but provides an opportunity to earn extra money and Palmira Crystals. These are earned by defeating the opponents encountered in the Coliseum. Opponents increase in difficulty until either they, or your characters, have been defeated. Take care when entering the Coliseum, as defeat here is the same as defeat in the story mode.

FASHION EVALUATION

Select this option to receive the shop owner's evaluation of your character's fashion sense.

TRAINING

Select this option to practice Palmira Action combos. Money and Palmira Crystals cannot be obtained in this mode.

EQUIPMENT UPGRADES

Select this option to redeem Palmira Crystals in exchange for equipment upgrades.

MUSHROOM

Select this option to redeem mushrooms in exchange for a one-time discount on an item purchase.

SHOP CLERKS

Talk to the shop clerks to purchase items and equipment.

CAMP

This screen appears at certain points during the game and is where much of the game's story unfolds.

DEATH

The game ends when the Soul Gauge has been depleted. If the characters have a Revive Gem in their possession, the game can be resumed from the point where they died.

ITEM BOOK

The Item Book option is available from the Main Menu and provides descriptions and information relating to items collected throughout the game. Access the data load option to update the item list with the most recently acquired equipment. If you discover all the items in the game...

PALMIRA BEES

Reveal a Palmira Bee by striking certain in-game objects. Defeat the bee to acquire a Palmira Crystal.

IX. TIPS

ATTRIBUTES

There are four attributes that play an important role in Forever Kingdom, they are: Lightning, Earth, Fire and Ice. A character's resistance to these can be increased or decreased depending on the armor they equip. Some weapons also have an attribute associated with them, making them more or less effective against certain opponents. All Palmira Actions are based on one of the four attributes, and for this reason, their effectiveness as a form of attack varies depending on the target's resistance level to the Palmira's attribute.

EVENTS

Oftentimes, the characters will be required to equip armor or use magic and weapons with specific attributes in order to advance their quest. Keep an eye out for clues.

PALMIRA ACTIONS

Palmira Actions are powerful attacks that can turn the tide of battle. Use them wisely to escape from difficult encounters.

EQUIPMENT UPGRADES

As characters in Forever Kingdom do not actually level up, they are dependant on acquiring and upgrading armor and weapons in order to successfully advance through the game and meet new challenges. Armor and weapons can be upgraded in the **SHOP** using Palmira Crystals. If a particular area or encounter is proving too difficult, this may be an indicator that the time has come to allocate Palmira Crystals towards equipment upgrades.

WEAPON TRAITS

Weapons in Forever Kingdom have a variety of traits including: attributes, attack range and attack speed. Match these traits to the situation at hand in order to perform as effectively as possible. Some weapons even have special abilities. For example, axes are able to break an opponent's guard attempts and ears can achieve deadly critical attacks.

CHARACTER TRAITS

Each of the three main characters excels in different areas (please see the character profiles). Consider these when engaging in combat and outfitting each character.

COMBAT TECHNIQUES

TRAINING

This is one of the options available when speaking to the shop owner. If playing the game for the first time, use the Training option to familiarize yourself with the Palmira Action system.

GUARD

The guard command significantly reduces the amount of damage inflicted on your character. Use guard to protect against enemy attacks and prepare your counter offensive.

PARTY MEMBERS

Since all characters in the party share the same health gauge (Soul Gauge), it's a good idea to be aware of their positions and proximity to nearby threats. If a member of the party comes under attack, switch control to that character, or use the currently controlled character to assist them. Remember, the lives of all three characters are intermeshed, anything bad that happens to one happens to all.

STATUS AILMENTS

When a character is afflicted with a status ailment, it is in the party's best interest to remedy the situation as quickly as possible. If status changes are not corrected, the effectiveness of the party is reduced, or worse, they could all meet an untimely end.

X. Story

There is a continent called "Edinbury", within the continent there lives some mysterious trees known as the "Billiana" and people believe that these trees have mysterious powers that have helped provide their humble life within the forest.

There once was the powerful Empire of Rieubane that had complete command and authority since the dawn of history, but it was completely ruined a long time ago.

Darius, who has the strange mark known as the "Crest" on the back of his right hand, lost his parents and Sharline who he loved as a sister when he was young. A group of assassins from the secluded village, Morea murdered them. Darius's hometown was in constant war with Morea. Ruyan's father, who was a friend of Darius's father, took care of young Darius after the terrible incident. Ruyan welcomed Darius as brother since he was an only child, thus Ruyan and Darius grown up together.

One day, when Darius was training his swordsmanship on the outskirts of his village, he discovered a girl who was unconscious. It was just after "Eve of Disaster".

The girl whose name is Faeana had lost all her memories. Therefore she started to live in the village with them. Some years passed and Darius became a skillful swordsman. As he had strong desire for revenge on Morea and the assassins who killed his parents and Sharline, he decided to join the Stoltan Army.

Ruyan and Faeana also decided to leave Seclue with Darius. But none of them knew what destiny was waiting for them.

XI. CHARACTER PROFILES

DARIUS

A young man born with a mark on his right hand known as the "Crest." He is destined to join the others as one of the "Four Swordsmen of Solta." Both his father and mother, along with his childhood friend, were murdered by assassins hired by Morea. Miraculously, he was able to survive and was taken in by Ruyan's father in Seclue. His anger towards Morea resulted in his rapid development in both offensive and defensive skills as a swordsman. He trained religiously as a warrior for the sole purpose of revenge against Morea.

RUYAN

A young man from Seclue who has grown up with Darius. He later becomes one of the "Four Swordsman of Solta." He is gifted with a sword, but his personality prohibits him from hurting others. He is a good companion for Darius. As soon as he is deemed an adult, he leaves home with Darius in order to join the Solta Army, hoping to put an end to the prolonged war and restore peace to the people's lives.

FAEANA

A young girl that was discovered by Darius and Ruyan unconscious shortly after the "Eve of Disaster" that happened almost a year ago. She has lost her memory, remembering only her name. Faeana spends her days with Darius and Ruyan, the two that give meaning to her life and relief from her never ending nightmares. She decides to follow them on their journey, to be among friends and perhaps find out who she really is.

DARSUL

A magician who travels with Drumhort. He has taken a deep interest in certain documents that were discovered during his research. He is currently seeking Solca because he feels there is a direct link between her and his overall purpose. Darsul was also the one who cast the forbidden curse known as the "Soul Bind" upon Darius and his party during their travels to Solta.

DRUMHORT

A swordsman of Solta with a piercing gaze and overwhelming presence. He is exceptionally skilled with a sword, but it is rumored that he can no longer use his left arm.

He has doubts about the war between Solta and Morea. He is currently traveling with Darsul for some unknown purpose.

SOLCA

A young girl who is sought after by both Darsul and Drumhort. While being chased by them she is discovered by Darius and his party on their way to Solta. Faeana encounters some strange feelings when she first meets Solca. Perhaps she holds the key to Faeana's past.

KARMYLA

An attractive and long-haired lady who accompanies Darsul. She carries with her a wealth of knowledge and wisdom. If you look beyond the beauty, into her eyes, they tell a tale of sadness. Whatever sadness this may be is known only to herself.

FELK

A young man that is looking for his half-brother who disappeared a few years ago. He also will be one of the "Four Swordsman of Solta." He hears rumors that his brother has been seen so he hires Saris, a mercenary, to help track him down. Felk is the son of the current leader of the Solta army. Although he carries this responsibility with purpose, he appears rather timid.

SARIS

A nomadic warrior from a foreign continent that eventually becomes one of the "Four Swordsmen of Solta." He wields a great sword. Saris has the extraordinary strength to use his sword with ease and demonstrates fighting skills that are not commonly practiced within this continent. Saris is a mercenary who accepts any job, that is if the price is right. He is presently employed by Felk.

XII. CREDITS

STAFF:

Supervisor - Naotoshi Zin

Producer - Masanori Takeuchi

Director - Yuzo Kojima

Programming Director - Kiwamu Takahashi

Art Director - Jyunichiro Ishino

Character Designer - Ken Sugawara

Scenario Writer - Mie Takase

CAST:

Daruis - Neil Howard

Faeana - Theresa Lubeley

Darsul - Charles Martinet

Boss - Kevin Miller

Ruyan - Brian Moore

Drumhort - Casey Robertson

Felk - Derek Sorrentino

Saris - Greg Weber

Rebecca Wink - Karmyla/Solca

CASTING AND RECORDING STUDIO:

Webtone Productions - Campbell, CA U.S.A.

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